Hello, so for this week which is week 6 , the project we were asked to create was an automated version of the game of war. We used java script to write this code and I also used a little css and html for the visual aspect. I was able to follow along with the instructions and videos we were provided to us to really understand what was going on and how java script can produce something that we can visually see and interact with.

So here on my Visual Studio Code I started with three classes, the player, the card and the deck.

Next we create player, which we create another array list that included player name, hand and the score.

Next was the Card, which involved adding in the rank, value and suit of each card. Pop lets each card flip over so it runs through.

Lastly I added in the deck which looked for different suites and values.

We start with the cards- so we need to set values for the cards. This shows the values and also the suits of the cards that can be drawn.

Next we go to the deck, which will be an array. We choose 52 cards which is the standard playing deck. This will collections. Shuffle, will shuffle the cards.

Here we can actually get the cards and have them dealt to us.

Player = Name, score and list of cards.

Score- Getter only bc it will change constantly throughout the game.

The game will run and it will say after it goes through the 26 rounds, a score will be given to each player.

I added in CSS to HTML which is what I used to tell the computer how to make sure things were the size I wanted, width and alignmet.

I then made a container for the “start button”. Which is the button you can see at the top

I then created two player containers, one showing player one, “the battlefield, and player two.

Attached to the html is my index.js to attach my java script

I chose the size for each container, the text and the margins.